

H	H	00	00	FFFF	AA	N	N	DDD	M	M	00	U	U	TTTT	H	H	
H	H	0	0	0	F	A	A	NN	N	D	D	MM	MM	0	0	H	H
HHHH	0	0	0	0	FFF	AAAA	N	N	N	D	D	M	M	M	0	0	HHHH
H	H	0	0	0	F	A	A	N	NN	D	D	M	M	0	0	U	H
H	H	00	00	F	A	A	N	N	DDD	M	M	00	UU	T		H	H

NUMBER 27

JUNE 19, 1982

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Diplomacy is a registered trademark for a game invented by Allan B. Calhamer and owned by Avalon Hill.

CIRCULATION: Paid-19; Trade-15; Other- 20

Game Openings??? Yes

RAMBLINGS

Before I let Don start on his Ramblings I must confess to the slightly varied introduction above and the nick name. You see Don's typewriter died (was killed?) as a result of one of his adventures and so we're over at my house using my non-electric Pica typewriter to do the 'zine. As payment for typing the masthead I did the intro. Now ---- here's Don...

OK folks, It's me your leader. I'm writing the Ramblings out long hand while Porter types up 1981 CS. I hope y'all don't mind. If you do, well, I don't know what to say. This issue is quite late and there's no real excuse. I just haven't felt like doing this lately. But last night I got into the Bacardi again and since I had nothing else to do (drinking doesn't really keep you that occupied - until you're about half-way through the bottle, that is), I adjudicated the games. So if you find any errors you'll know why. This issue was going to be all games but since Linda wrote such a good article and since we still have half of Porter's article from last issue and since I have another article from Highfield - what the hey, we'll put 'em in. I started a big Everything article but it's no where's near completion. And I didn't feel like doing any zine reviews. Oh well.

Personal stuff: Mostly just plain disgusting. There was a glimmer of hope a couple weeks ago for me + Angie - we were actually civil to each other - I'd even say almost close again. But all that ended rather suddenly and she's back to treating me rotten and I'm sorry to say, visa-versa. So that's why I've been hitting the Rum. Got into a fight with Angie's mother last night and some guy stepped in and now I've got a fat lip, swollen ankle and assorted other pains. Last time I got drunk I got arrested, didn't like it and kicked out the side window in the police car. Anyway, that's how life has been lately.

My brother, the Marine, got married. Aside from a new wife he's got a new step-daughter. And now I'm unck Donald. I kinda like that.

Well, that's all for now. See you next time (I hope.). DCS

THE DUAL MONARCHY REVISITED
-HOW TO PLAY AUSTRIA FOR 1901
By Bill Highfield

This is part two of my 7 part series on diplomacy. This one deals with Austria. You may have noticed that they are not done in alphabetical order. In my first article, I discussed England's need for fleets and not armies. The opposite holds for Austria.

Austria is the only country with only one (1) coastal center. It therefore does Austria NO GOOD to build fleets. It was ~~me~~ once said by Dave Lebling, one of the "founding fathers" of the serious Dip games studies, that "only a Diplomat can play Austria well". Austria must be consistent and whopping. Details and flexibility are the keys to success for an Austrian player.

Negotiations:

England: Eng isn't much help to Austria early on but never ~~disrupts~~ ^{hurts} to be nice. He might be your neighbor later on.

France: Austria usually wants to keep ~~France~~ out of the Mediterranean and Italy. Convinces her to attack England or Germany. Keep alliance possibilities open.

Germany: Austria usually wants neutrality from Germany and isn't too hard to get. A firm and friendly understanding with the Reich is very necessary but don't make any commitments until the status of Turkey and Italy is known.

Italy: Even if you want to fight Italy you must get a guarantee of Italian friendship. Only a surprise attack will work. Italy is Austria's best initial ally, and worst enemy latter on. Nine times out of ten, attacking Italy is foolish.

Russia: Austria's first goal is to prevent a Russo-Turkish alliance. Mainly because Austria is there first victory. Even with outside help, Austria has a hard time depending herself. It's important to get at least neutrality from Russia. At best, an alliance against Turkey is your goal.

Turkey: As alliance with Turkey isn't bad, it's foolish. After Russia is gone Austria is surrounded on three sides by Turkey. Austria would be crushed. At least secure neutrality from Turkey, and an agreement about Greece is necessary.

OPENINGS: (1) A Bud-Ser, F TRI-ALB

This is the opening for Austria. It's followed by F ALB-GRE, A Ser S F ALB-GRE in the fall. You're not advised to do anything else unless you have a good reason. IA- A vie - GAL

This is anti-Russian, expecting the Russian to order A WAR-GAL
1B.

A vie - TRI

This is anti - Italian as it shows distrust, the defence is mainly a guessing game.

2. A vie - TRI, F TRI - ADR, A Bud - TRI

This is definitely anti Italian. It has had some good results, though it is usually foolish to give up Serbia.

Other openings are conceivable, however, most are foolish or depend on the diplomatic situation. Flowing (don't let it get stagnated). Next time we'll look into openings for France till then, HAPPY HUNTING!

(3)

1981 CX

Spring 1904:

Austria (McCloud): A Tri H/d/ retreat Ser, Alb or OTB
England (Baker): F Edi-Cly/d/ retreat NWS or OTB; A Lvp-Cly
France (Simon): A Pic-Wal, F Iri S A Pic-Wal, A Mar-Pie, F Cly-Edi,
F Eng C A Pic-Wal

Germany (Tuharsky): A Sil S A Pru-War, F BER-Bal, F Den S F Ber-Bal,
A Pru-War, A Ruh-Mun, A Lon-Yor, F Nth S FRENCH F Cly-Edi

Italy (Rowell): A Ser-Bud, A Ven-Tri, F EMed S F Adr-Ion, F Adr-Ion,
A Tyr S A Ven-Tri

Russia (Tully): F StP(sc)-GoB, A Sev-Ukr, F Swe H, A Nwy H, A Vie-Boh,

A Bud-Gal, A Rum S A Arm-Sev/d/retreat Ser or OTB, A Arm-Sev, A Mos-Lvn

Turkey (Martin): F Bla-Rum, A Bul S F Bla-Rum, A Gre S A Bul, F Aeg-Iom,
A Con-Ank

1979 KR Winter 1907: France: Builds A Par, Fbre, A Mar
Russia: Builds A Mos

Spring 1908:

Austria (Chapman): F EMed-Smy, F Aeg-Con, F Gre-Iom, A Bul S F Aeg-Con,
A Ukr-Sev, A Rum S A Ukr-Sev, A Gal S A Boh-Sil, A Boh-Sil, A Tyr H,
A Nap H

England (McCloud): F Den-Hel

France (Highfield): A Par-Bur, F Bre-Eng, A Mar-Pie, F TyS S F MAO-WMed,
F MAO-WMed, A A Yor S F NWS-Edi, F NWS-Edi, A*Mun S RUSSIAN A Sil(otm),
A Ruh-Hol, A Kie S A Mun, A Ber S A Mun

Italy (Kelly): NMR!!! F Tun H

Germany (Carter): NMR!!! F Gob H

Russia (Mooney): A Mos-Ukr, F Nth C A Nwy-Den, F Ska S A Nwy-Den, A Nwy-Den
A StP-Lvn, A Sil-Gal/d/ retreats Pru or OTB, A War S A Mos-Ukr,
A Sev S A Mos-Ukr/d/ retreats Mos, Arm or OTB, A Con-Smy/d/ retreats
Ank or OTB

1982 AQ NO...IT's BEATLEMANIA!!!

Austria (Finley): A Vie-Tri, A Bud-Ser, F Tri-Alb

England (Meinel): F Edi-NWS, F Lon-Nth, A Lvp-Edi

France (Woody): F Bre-MAO, A Par-Bur, A Mar S A Par-Bur

Germany (Highfield): F Kie-Den, A Ber-Kie, A Mun-Ruh

Italy (Baker): A Ven H, A Rom-Apu, F Nap-Ion

Russia (McCloud): F StP(sc)-GoB, A War-Sil, A Mos-Ukr, F Sev-Bla

Turkey (McCresh): A Con-Bul, A Smy-Arm, F Ank-Bla

THE DEADLINE FOR ALL GAMES IS SATURDAY, JULY 17, 1982!!!!!!!!!!!!!!!!!!!!!!!!!!!!

MAPS CAN BE FOUND ELSE WHERE INSIDE.

1980 AB

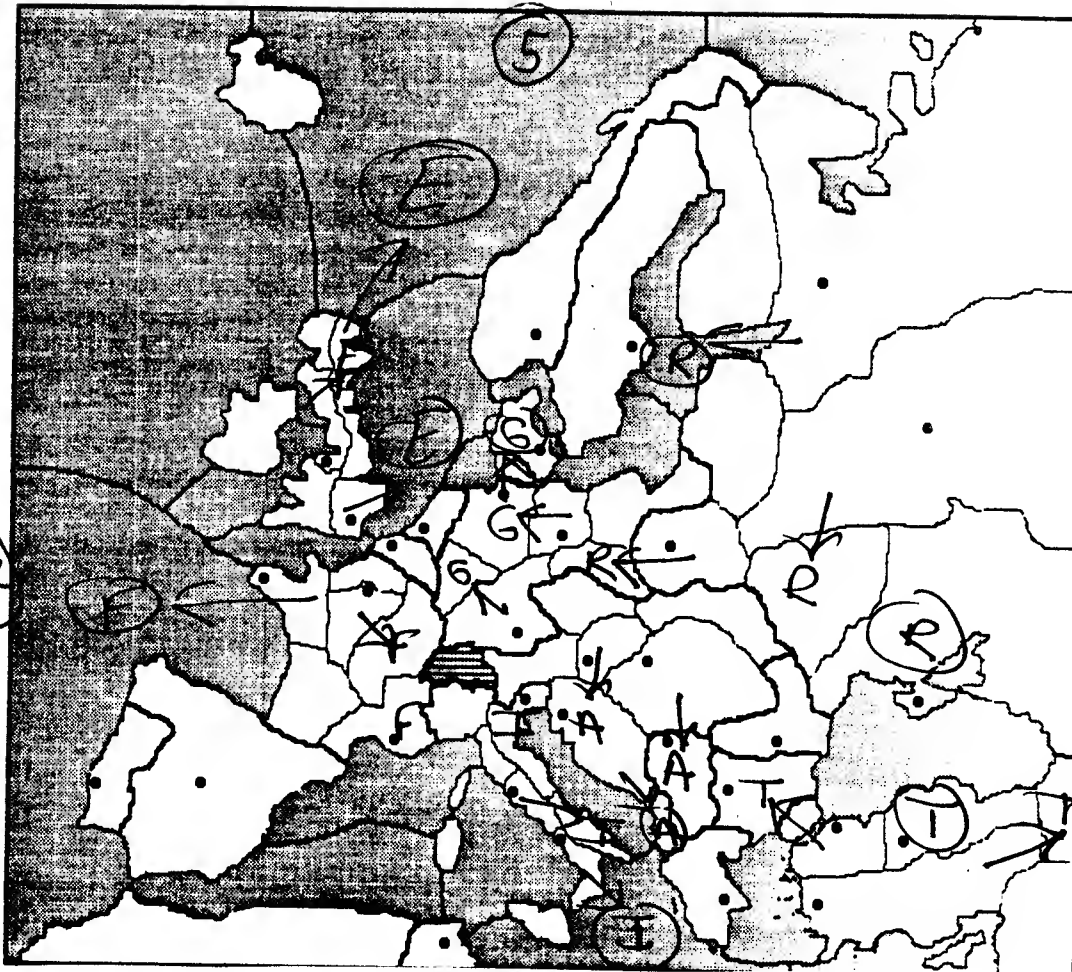
This game has been delayed because I don't know the positions of the units in the game. Yep, you heard that right, Dick and Ig. We can finish this game up if one of you will send me a copy of the last season that was adjudicated. (Uh- bye bye #1 in the Leader Poll - pw)

Turkey (Trosko): F CON-Bla, FAEG-Bul, A SMY-Con. (Even)

Italian
F Spn (w)
ret
(mid, Wes, OTB)
Russian
A Ukr
ret
(WAB, OTB)

82 AQ

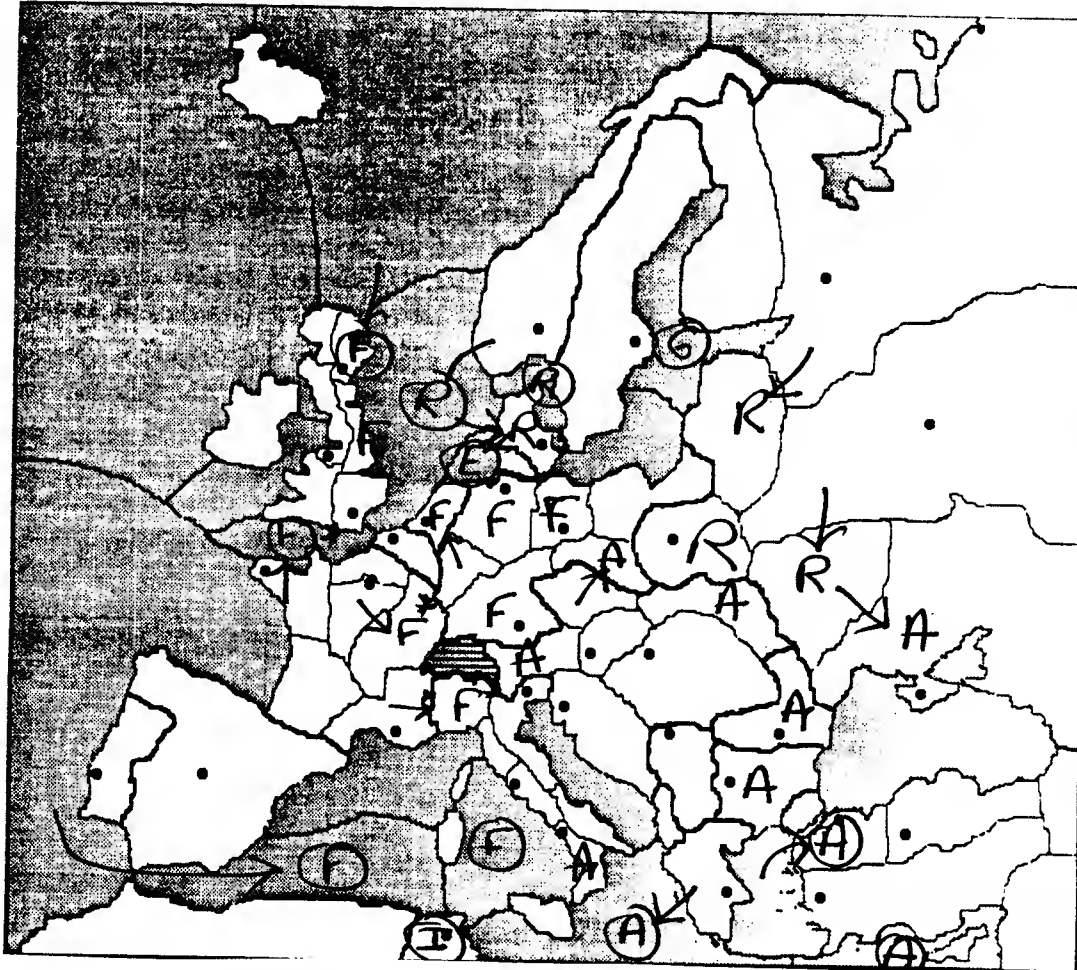
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ania
ling
Aqvredet



Russia
~~invades~~
Germany
while
Turkey
makes
anti-Russian
move.
Is France
anti-Hen
too??

179 KR

ustria
akes
ints.



Retreats
Due:
~~England:~~
~~A Den retreats~~
~~or OTB~~
Russia:
A Si) retreats
Pri or OTB
A Sev retreats
Mos, Arm
or OTB
A Con retreats
Ank or OTB

Here's The promised continuation of "Sigwalt Victorious at SIMCON"

by Porter Wightman

F '04: Aus A RUM - Gal, A SER s F TRI, A SEV s A RUM - Gal (imp), F TRI H; Eng F Yor - NTH (and suicide); Fr F Wal - LON, F ENG s F Wal - LON, F NTH s A Ruh - HOL, A Ruh - HOL, A Pic - BEL, A BUR - Mun, A Pie - MAR, F Lyo - SPA (SC) (Give the Italian a break); Ger A BOH - Vie, A KIE - Den, F BAL - Den, A MUN H (Still letting France get away with murder !?!); It F ION - Gre, A TYO - Tri, A ROM H, A VEN s A TYO - Tri, A TUS H (Getting nowhere fast); Rus A SWE s F Ska - DEN, F Ska - DEN, A WAR s A GAL, A GAL s G A BOH - Vie, A UKR s A MOS - Sev, A MOS - Sev Tur F AEG - Gre, F Bla - CON, A ARM s A A SEV, A BUL s A A RUM (unit moved), A BUD - Vie.

So a Sev for Bul swap is engineered by A/T, France moves inexorably along, Germany dies on the vine and England disappears entirely. How long 'til France hits Italy? On to the builds and removals for winter '04: Aus +1 (5), A VIE; Eng -1 (0) out; Fr +2 (10) A PAR, F BRE; Ger -1 (3) removes F Bal; It -1 (4) removes A Rom; Rus -1 (6) no removal as F Sev was annihilated; Tur +1 (6) F SMY.

Spring '05, the middle of the end as France moves in on Russia. Aus A VIE - Tyo, A Ser - TRI, A RUM s A SEV, A SEV s A RUM, F Tri - ADR; Fr F Nth - NRG, F Lon - NTH, F Bre - MID, F ENG s F Lon - NTH, A HOL s R F Den - KIE, A Bel - RUH, A Par - GAS, A BUR s It A Tyo - MUN, A Mar - SPA, F Spa (sc) - WES; Ger A Boh - SIL, A Mun s A A to Tyo (imp, ret BOH), A Kie s A Mun (ret BER); It F ION - Gre, A Tyo - MUN, A VEN - Tyo, A TUS - Ven Rus F Den - KIE, A Swe - DEN, A WAR s A UKR, A UKR s A MOS - Sev, A MOS - Sev, A GAL - Bud Tur F AEG - Gre, F Smy - EAS, F CON - Aeg, A ARM s A A SEV, A BUD s A A Ser - TRI, A BUL s A A RUM.

At this point, seeing that Don had stabbed him, John Scarpelli quit the game, throwing Russia into civil disorder. This virtually assured Don the game unless the rest of the board united. They didn't as the following move shows: Fall '05, Russia in civil disorder for the balance of the game: Aus A Tri - BUD, A VIE H, A Rum - UKR, A SEV s A Rum - UKR, F Adr - TRI; Fr F Wes c A Spa - NAF, A Spa - NAF, A Gas - MAR, F Mid - Spa (sc), F Eng - NTH, A BUR s G A Boh - MUN, A RUH s G A Boh - MUN, A HOL s G A Ber - KIE, F Nth - SKA, F Nrg - NWY; Ger A Ber - KIE, A Boh - MUN, A Sil - PRU (? bad move, allows It A Mun to retreat to BER); It F ION - Gre, A VEN H, A Mun H (ret BER), A TUS s A VEN; Tur F AEG - Gre, F EAS - Ion, F Con - BUL (SC), A Arm - ANK, A Bud - RUM, A Bul - SER; This resulted in Russian F Kie and A Ukr being disbanded. Thus winter '05 adjustments were: Aus -1 (4) disbands F Tri; Fr +1 (11) A PAR; Ger -1 (2) removes A Pru; It +1 (5) A ROM; Tur +1 (7) A CON.

At this point it became apparent that Don would win and Turkey place. The next season was played anyway "just for fun." Here it is: Sp '06 Aus A Ukr - MOS, A SEV s A Ukr - MOS, A Bud - SER, A Vie - BOH; Fr F Nwy - ST P (NC), F SKA s F Nth - DEN, F Nth - DEN, A Hol - KIE, A RUH s A Bur - MUN, A Bur - MUN, A Par - BUR, A MAR - Pie, A Naf - TUN, F WES s A Naf - TUN, F Spa (sc) - LYO; Ger A Mun s A Kie - Ber (ret TYO), a Kie - BER; It F Ion - ALB, A Rom - TUS, A VEN s A Tus - PIE, A Tus - PIE, A Ber - PRU; Tur F Eas - ION, F Bul (sc) - GRE, F AEG s F Bul (sc) - GRE, A Ser - TRI, A Ank - ARM, A Rum - BUD, A Con - BUL; Rus disbands A Den, A Mos. Then, F '06: Aus A SER - Rum, A SEV s A SER - Rum, A MOS - St P, A BOH - Vie Fr F ST P (NC) H, F Ska - SWE, F DEN H, F Wes - TYH, F LYO s F Wes - TYH, A TUN H, A MAR - Pie, A MUN - Ber, A KIE s A MUN - Ber, A BUR - Mun, A RUH s A BUR - Mun; Ger A BER H, A TYO - Vie It F Alb - TRI, A TUS - Pie, A VEN s F Alb - TRI, A PRU s G A BER H, A PIE - Mar Tur F Ion - NAP, F GRE H, F AEG s F GRE H, A ARM - Sev, A Bul - SER, A BUD - Rum, A Tri H (annihilated) and the game ends with concession to France.

Final tally at concession: Aus 4 (Vie, Ser, Sev, Mos); Fr 17 (home, Por, Spa, Tun, Bel, Hol, Lon, Lvp, Edi, Mun, Kie, Den, Swe, Nwy, St P); Ger 1 (Ber); Italy 3 (Ven, Rom, Tri), Russia 1 (War), Tur 8 (home, Bul, Rum, Gre, Bud, Nap).

Basically I don't think this was a very good game. The best part was Don setting up England. There's no question that Don played a good game in keeping everybody away from him and supporting different people to Munich depending on who he felt needed the build or who "needed" the removal. Germany, on the other hand, took an awful lot of garbage from Don and still didn't try and mobilize against him. Of course if you've seen the references to my performances as Germany here in Hoof n Mouth you know I have no business questioning anyone on how they play Germany.

In any case congratulations to Don and lets hope RADPO does as well at SIMCON next year.

7
FOR BETTER OR WORSE
by Linda Wightman

3 PM: I'm up to my elbows in changing the baby's dirty diaper, and my two-year-old has just run in screaming, with blood dripping down her leg. Suddenly . . . R-r-ring! R-r-ring! Someday I'll figure out how to remove from the telephone the little device that detects these impossible moments, but for now I'm stuck. I've tried ignoring it, but I can't -- it might be an important call. R-r-ring! R-r-ring! "OK, OK. Hello?" "Is Porter home?" He's never home this early, but that doesn't deter those telephone Diplomacy players.

5 PM: The end of a long, hectic day. No matter -- Porter will be home soon. I think I'll turn the kids over to him and go for a long walk. Or maybe he'll take the kids for a walk and I'll take a hot bath. Ah, there he is. "Hi sweetheart!" "Hi Daddy!" Oh, no--he's spotted the mail! Europa Express came today. With a few muttered words he sinks into a chair, lost to the world. So much for the walk; I might as well fix dinner.

6 PM: "Dinner's ready, honey." "Mmph." "Dinner's ready!" "Mmph?" "I said, 'DINNER'S READY!'" "Oh, oh, oh, OK--be right there." I get the kids all set and sit down at the table. Wait a minute -- there's still an empty place. "Heather, will you go get Daddy, please?" (She's our two-year-old and is much harder to ignore.) At last we settle down to a nice family dinner. But the "Amen" is barely tagged onto our thanksgiving when . . . R-r-ring! As I suspected, it's Austria, wanting to speak to Italy. So much for dinner.

7 PM: Bedtime. This normally enjoyable job is four times as hard for one person as for two, but Austria is still on the phone.

9 PM: At last, all's quiet upstairs. As I descend, I wonder if Porter's still negotiating. I know that in the last two hours he's talked with four countries, but I think that the last time I heard the phone being hung up it was followed by neither a ring nor the sound of dialing. Perhaps now we'll have some time together. I see the phone and . . . Praise the Lord! There's the receiver, at rest at last. But as I round the corner into the living room, I see him bent over the desk, a map in one hand, a letter from Turkey in the other, and a glazed look in his eyes. Oh, well. Come to think of it, I'm exhausted anyway. I'm going to bed.

Are there any other Diplomacy wives who recognize that scenario? Or are you not even reading this because it's "just another one of those crazy things my husband gets in the mail"? Is there anyone out there who likes Diplomacy just a little bit, or is the world permanently divided into fanatics and the rest of us?

Our descent into the world of Dipdom began not long ago with innocent subscriptions to a couple of funny little magazines. It has since begun to "blossom and flourish as leaves on a tree." Play-by-mail Dip. Play-by-phone Dip. Face-to-face Dip. It has touched almost every area of our lives, including our language. The question "Did we get anything in the mail today?" no longer means "Did the mailman deliver anything?" or "Did we get anything besides junk mail?" or even "Did we get any letters?" but rather is translated to "Did I get any Diplomacy mail?" The term "magazine" no longer refers to National Geographic, Christianity Today, Science News, or any of the other fine periodicals in our house, but instead means any of a host of strange little publications with names like Hoof and Mouth, Diplomacy World, and Dogs of War. And as for "adopting an orphan" . . . well, I soon discovered that this has nothing to do with increasing the size of our family!

8

The effect of Diplomacy on our lives can be called nothing less than a major disruption, just one degree less than having a baby. The worst of it is that this has been a tremendous "time sink." The time dedicated to face-to-face games, telephone calls, letter writing, map drawing, GM-ing, magazine reading, article preparation, etc., drastically cuts into the time Porter has to spend on all the other areas of his life. On the other hand, there is definitely a positive side to the hobby. We have met interesting people, and made new friends. It has been a special privilege to get to know Don, as Porter has become more involved in Hoof and Mouth. He's apt to show up at any odd moment, and we all enjoy his company. Heather adores him, and can recognize his car (although only by sight, not sound, since he got it fixed); she shouts "Don's coming! Don's coming!" when she sees it.

What's more, I can feel myself slowly being drawn into the hobby. Not the game -- it's too long and devious for me. Besides, I have enough time sinks. But I'm beginning to enjoy being on the outskirts of the hobby. I find myself taking a mild interest in Porter's fortunes in his games. I eagerly open his 'zines to check out his battles. When his telephone allies do him in I am personally insulted. I'm increasingly interested in the the production of Hoof and Mouth. And just the other day I read every word of Perelandra and enjoyed it so much I can't wait for the next issue. Even Heather is not immune. She loves to help Porter adjudicate his games, and on more than one occasion has been caught giving England some unauthorized assistance. And she probably summarized the whole situation best when she invented a little song, whose only lyrics are "Dippy, dippy, Daddy; dippy, dippy Daddy"

SATURDAY, 9 AM: R-r-ring! R-r-ring! Oh, no, it's starting already. There goes the day. Wait a minute. What's that he's saying? "I'll call you back tomorrow. I'm taking the day off from gaming. I have a lot of work to do around the house, and then we're going to the zoo, and then I'm taking my wife out to dinner." Did he really say that? Thank you, Lord; I do have a husband! Allan B. Calhamer, I forgive you.

HOOF & MOUTH

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(716) 232-1879

gGM: Porter Wightman

Don Ditter Dept:

1979 KR

1980 AB

1981 CS

1981 CX

1982 AQ

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"ALCALA"

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